PTO/SB/08B (08-03)

Substitute for form 1449B/PTO

INFORMATION DISCLOSURE STATEMENT BY APPLICANT

(use as many sheets as necessary)

Complete if Known	
Application Number	09/851,940
Filing Date	May 10, 2001
First Named Inventor	Baraff, David E.
Art Unit	2671
Examiner Name	Linzy T. McCartney
Attorney Docket Number	021751-002200US

| Sheet | 1 | of | 2 |

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NON PATENT LITERATURE DOCUMENTS

Examiner Initials *	Cite No.[1]	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T [2]
L.M.	0001	ASCHER, U., AND BOXERMAN, E. 2002. On the modied conjugate gradient method in cloth simulation. (submitted to) The Visual Computer 19:526-531.	
L.M.	0002	BARAFF, D., AND WITKIN, A. 1998. Large steps in cloth simulation. Computer Graphics (Proc. SIGGRAPH), 1-12.	
L.M.	0003	BERNEY, J., AND REDD, J. 2000. Stuart Little. SIGGRAPH Course Notes, ACM SIGGRAPH, ch. Costumes.	
L.M.	0004	BREEN, D., HOUSE, D., AND WOZNY, M. 1994. Predicting the drape of woven cloth using interacting particles. Computer Graphics (Proc. SIGGRAPH), 365-372.	
L.M.	0005	BRIDSON, R., FEDKIW, R., AND ANDERSON, J. 2002. Robust treatment of collisions, contact, and friction for cloth animation. Computer Graphics (Proc. SIGGRAPH), 594-603.	
L.M.	0006	CARIGNAN, M., YANG, Y., MAGENENAT-THALMANN, N., AND THALMANN, D. 1992. Dressing animated synthetic actors with complex deformable clothes. Computer Graphics (Proc. SIGGRAPH), 99-104.	
L.M.	0007	CHOI, K., AND KO, H. 2002. Stable but responsive cloth. Computer Graphics (Proc. SIGGRAPH), 604-611.	
L.M.	0008	CORDIER, F., VOLINO, P., AND THALMANN, N. 2002. Integrating deformations between bodies and clothes. The Journal of Visualization and Computer Animation 12:45-53.	
L.M.	0009	DEROSE, T., KASS, M., AND TRUON, T. 1998. Subdivision surfaces in computer animation. Computer Graphics (Proc. SIGGRAPH), 85-94.	
L.M.	0010	EBERHARDT, B., WEBER, A., AND STRASSER, W. 1996. A fast, flexible, particle-system model for cloth draping. IEEE Computer Graphics and Applications 16:52-59.	
L.M.	0011	GOTTSCHALK, S., LIN, M., AND MANOCHA, D. 1996. OBBTree: A hierarchical structure for rapid interference detection. Computer Graphics (Proc. SIGGRAPH), 171-180.	

Examiner Signature		Date Considered	4/15/04

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.
[1] Applicant's unique citation designation number (optional). [2] Applicant is to place a check mark here if English language Translation is attached.

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L.M	0012	KRISHNAN, S., AND MANOCHA, D. 1997. An efficient surface intersection algorithm based on lowerDimensional formulation. ACM Transactions on Graphics 16, I (Jan.), 76-106. ISSN 0730-0301.	
L.M	0013	MEYER, M., DEBUNNE, G., DESBRUN, M., AND BARR, A. 2001. Interactive animation of clothlike objects in virtual reality. The Journal of Visualization and Computer Animation 12:1-12.	
L.M	0014	PATRIKALAKIS,N. 1993. Surface-to-surface intersections. IEEE Computer Graphics and Applications 13, 1, 89-95.	
L.M.	0015	PROVOT, X. 1995. Deformation constraints in a massspring model to describe rigid cloth behavior. In Graphics Interface, Graphics Interface, 147-155.	
L.M.	0016	TERZOPOULOS, D., AND FLEISCHER, K. 1988. Deformable models. Visual Computer 4, 306-331.	
L.M.	0017	TERZOPOULOS, D., PLATT, J., BARR, A., AND FLEISCHER, K. 1987. Elastically deformable models. Computer Graphics (Proc. SIGGRAPH) 11:205-214.	
L.M.	0018	VOLINO, P., COURCHESNE, M., AND MAGNENAT THALMANN, N. 1995. Versatile and efficient techniques for simulating cloth and other deformable objects. Computer Graphics (Proc. SIGGRAPH), 137-144.	
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